

Transparency 3.2 Getting Ready

Shapes and Designs

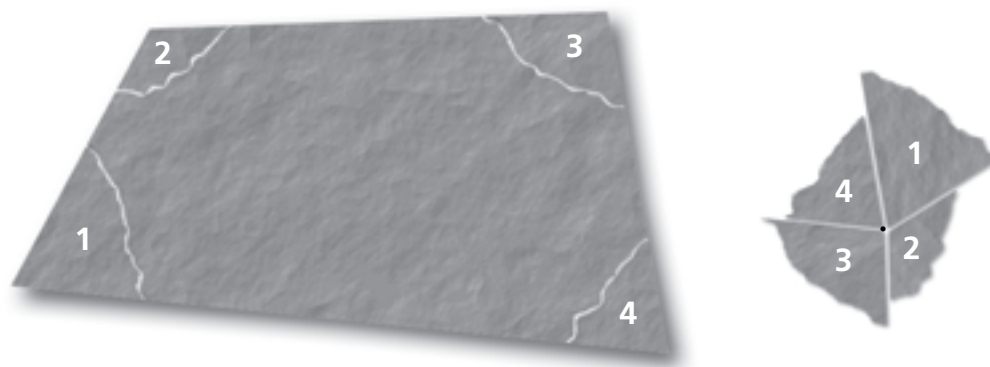
Suppose you tear the three corners off of a triangle. You can arrange them this way:



Based on the picture, what is the sum of angles 1, 2, and 3? How do you know?

Make a conjecture about the angle sum of any triangle.

You can do the same thing with a quadrilateral.



Based on the picture, what is the sum of angles 1, 2, 3, and 4? How do you know?

Make a conjecture about the angle sum of any quadrilateral.

Do similar patterns hold for other polygons?